Nathan Burgers

iOS & Backend Systems Developer

Education

2012-Present   **Computer Science**, *University at Buffalo*, *3.9/4.0*.

Professional Experience

2011-Present   **iOS & Web Developer**, *Refulgent Software LLC.*, Amherst, New York.

Work with a team of developers creating a full-stack restaurant Point of Sale system. Design, develop, and maintain secure automated financial systems.

Detailed achievements:

- Actively worked with a team on a large-scale Objective-C code-base
- Developed caching scheme for large images on devices with limited memory and processing capability.
- Created internal Functional Objective-C libraries providing: infinite data structures, implicit memoization, and parser generation, etc.
- Automated entire application activation infrastructure
  - Automated software licensing over encrypted, timestamped channels
  - Encrypted sensitive client information
  - Provided internal activation and analytics API
  - Developed API frontend

Open Source Work

2013-Present   **MLRTEMS**, *Research under Professor Lukasz Ziarek*, University at Buffalo.

An extension of the MLton Standard-ML compiler for interfacing with the RTEMS real-time embedded systems executive, which aims to provide real-time guarantees to embedded functional programming.

Honors and Awards

2013   Creator of the Lark Language, Top 10, Most Technically Challenging, and Best iOS App at MHacks
`github.com/nateburgers/LarkDemo`

2013   iOS Developer of Playper, Top 10 at HackMIT
`github.com/nateburgers/Playper`

2013   Backend Audio Developer of Theramixer, Second place at HackPrinceton
`github.com/buffalohackers/Theramixer`

2013   WebRTC Developer of WebDrop, First Place at Hack Upstate
`github.com/buffalohackers/WebDrop`

Skills

Development	Languages and DSLs, Backend Server Systems, iOS
Languages	Objective-C, Ruby, Javascript, Java, Clojure, Erlang, Standard-ML, Haskell LaTeX, HTML & XML, CSS, JSON
Databases	Postgresql, Neo4j, Redis